

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended):      A gaming device comprising:  
a plurality of digits;  
at least one a display device adapted to display said plurality of digits;  
at least one input device; and  
at least one processor; and  
at least one memory device which stores a plurality of instructions, which when  
executed by the at least one processor, cause a the at least one processor programmed  
to operate with the at least one display device and the at least one input device to:

- (a)    display a plurality of player-selectable digit positions,
- (b)    select and display a first one of said digits digit from a plurality of  
digits,
- (c)    after selecting and displaying said first digit, enable a player to  
select a first one of said displayed digit positions for said selected first digit,
- (d)    after the player selects said first one of the displayed digit positions  
for the selected first digit, associate and display said selected first digit with the  
displayed first one of the digit position-positions selected by the player,
- (e)    after the player selects said first one of the displayed digit positions  
for the first digit and the first digit is associated and displayed with the selected  
first one of the displayed digit positions, select and display a second digit from  
the plurality of digits, repeat (b) to (e) at least once, and
- (f)    after displaying said second digit, enable the player to select a  
second one of said displayed digit positions for said selected second digit,
- (g)    after the player selects said second one of the digit positions for the  
selected second digit, associate and display said selected second digit with the  
displayed second one of the digit positions selected by the player, and

(f)(h) determine and display an award based on an order of the digits associated with the digit positions selected by the player.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the display device includes a mechanical display configured to display the ~~of the plurality of~~ digits.

Claim 3 (original): The gaming device of Claim 2, wherein the mechanical display is substantially circular.

Claim 4 (original): The gaming device of Claim 1, wherein the number of player-selectable digit positions is predetermined.

Claim 5 (original): The gaming device of Claim 1, wherein the digit positions include a one's digit position, a ten's digit position and a hundred's digit position.

Claim 6 (canceled).

Claim 7 (original): The gaming device of Claim 1, wherein the award has a value of the order of the digits in said digit positions.

Claim 8 (original): The gaming device of Claim 1, wherein the award is based on a mathematical operation applied to at least two of said digits in said digit positions.

Claim 9 (currently amended): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor ~~is programmed to enable the player to rearrange the order of the digits~~ associated with the digit positions at least once.

Claim 10 (original): The gaming device of Claim 1, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 11 (currently amended): The gaming device of Claim 10, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor is programmed to select one of the award modification methods to apply to the award.

Claim 12 (original): The gaming device of Claim 10, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award; rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing the digits of an award with the lowest generated digit; and replacing the digits of an award with the highest generated digit.

Claim 13 (currently amended): A gaming device comprising:  
a at least one display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

~~a plurality of symbols adapted to be displayed by the display device, wherein said symbols include a plurality of digits and at least one selection symbol;~~

~~a plurality of selections adapted to be displayed by the display device, wherein one of a plurality of the digits is associated with each selection; and~~

~~a processor programmed to operate with the display device to:~~

(a) display a plurality of digit positions;

(b) cause a pick of a first one of said symbols a plurality of symbols, wherein said symbols include a plurality of digits and at least one selection symbol;

(c) after the first one of the symbols is picked:

(i) enable a player to associate said first one of the picked symbol-symbols with a first one of said digit positions selected by the player; and

(d) (ii) if the picked first one of the symbols symbol is the selection symbol:

(i)(A) enable the player to pick one of ~~said plurality of selections~~ a plurality of selections, wherein one of a plurality of the digits is associated with each selection, and

(ii)(B) associate and display the digit associated with the selection picked by the player with the first one of the digit position positions with which the selection symbol is associated;

~~(e)(d) repeat (b) to (d) at least once after executing (b) and (c);~~ cause a pick of a second one of said symbols;

(e) after the second one of the symbols is picked:

(i) enable the player to associate said second one of the picked symbols with a second one of said digit positions selected by the player;  
and

(ii) if the picked second one of the symbols is the selection symbol:

(A) enable the player to pick one of said plurality of selections, and

(B) associate and display the digit associated with the selection picked by the player with the second one of the digit positions with which the selection symbol is associated; and

(f) determine and display an award based on an order of digits associated with the digit positions.

Claim 14 (original): The gaming device of Claim 13, wherein the displayed digits and the selection symbol are displayed on a mechanical display device.

Claim 15 (original): The gaming device of Claim 13, wherein the mechanical display device is substantially circular.

Claim 16 (currently amended): The gaming device of Claim 13, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to operate with the at least one the display device to ~~reveals~~reveal to the player the digit associated with the selection symbol if the selection symbol is picked.

Claim 17 (original): The gaming device of Claim 13, wherein the number of digit positions is predetermined.

Claim 18 to 19 (canceled).

Claim 20 (original): The gaming device of Claim 13, wherein the award is based on combining by a mathematical operation at least two of said digits in said digit positions.

Claim 21 (currently amended): The gaming device of Claim 13, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor is programmed to enable the player to rearrange the order of the digits associated with the digit positions at least once.

Claim 22 (original): The gaming device of Claim 13, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 23 (original): The gaming device of Claim 22, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing the digits of an award with the lowest generated digit; and replacing the digits of an award with the highest generated digit.

Claim 24 (currently amended): The gaming device of Claim 13, which includes at least one award modification method, and wherein the plurality of instructions, when executed by the at least one processor, cause the at least one ~~the processor to~~ randomly ~~determines~~ determine if an award modification method will be applied to the award.

Claim 25 (currently amended): A gaming device comprising:  
at least one display device including at least one mechanical display device  
configured to display a plurality of digits;  
at least one input device;  
at least one processor; and  
at least one memory device which stores a plurality of instructions, which when  
executed by the at least one processor, cause the at least one processor to operate  
with the at least one display device and the at least one input device to:  
a plurality of digits;  
a mechanical display device adapted to display said plurality of digits;  
a plurality of player-selectable digit positions, wherein  
(i) after each a first selection by a player of a first one of the digit  
positions a plurality of player-selectable digit positions, select a first one of the  
the plurality of digits displayed by is displayed the at least one mechanical  
display device and display the selected first one of the digits in the selected first  
one of the digit-position positions; and  
(ii) after the first one of the plurality of digits is displayed in the selected  
first one of the digit positions and after a second selection by the player of a  
second one of the digit positions, select a second one of the plurality of digits  
displayed by the at least one mechanical display device and display the selected  
second one of the digits in the selected second one of the digit positions; and  
(iii) provide an award adapted to be provided to the player, said award  
including a plurality of the digits associated with the digit positions selected by  
the player, wherein the order of said digits indicates a value of the award.

Claim 26 (original): The gaming device of Claim 25, wherein the mechanical  
display device includes a plurality of sections, wherein one of the plurality of digits is  
displayed in each section.

Claim 27 (original): The gaming device of Claim 25, wherein the mechanical display device is substantially circular.

Claim 28 (original): The gaming device of Claim 25, wherein the mechanical display device is adapted to rotate and stop at a position wherein an indicator indicates one of the plurality of digits.

Claim 29 (original): The gaming device of Claim 25, which includes at least one selection symbol displayed by the mechanical display device, said selection symbol indicating a selection of at least one of a plurality of selections, wherein one of the plurality of digits is associated with each selection.

Claim 30 (original): The gaming device of Claim 29, wherein the plurality of selections are displayed by a mechanical display device.

Claim 31 (currently amended): A gaming device comprising:

~~a game;~~

a cabinet;

at least one display device including a moveable mechanical display device supported by the cabinet, said mechanical display device and having a plurality of different modification methods displayed thereon;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device for a play of a game to:

(a) cause wherein the mechanical display device, is operable to move to simultaneously display a plurality of the modification methods to a player;

(b) cause an indicator supported by the cabinet and operable to move to indicate one of the modification methods which is displayed when the mechanical display device stops moving;

~~a display device configured to display~~



(c) display an original award including a plurality of digits associated with a plurality of digit positions, wherein the order of said digits displays a value of the original award; and

(d) display and provide to the player a modified award including a modification of the digits of the original award based on the modification method indicated by the indicator and mechanical display device.

Claim 32 (original): The gaming device of Claim 31, wherein each modification method is associated with one of a plurality of sections of the mechanical display device.

Claim 33 (original): The gaming device of Claim 31, wherein the mechanical display device includes a plurality of surfaces, each said surface displaying at least one of the modification methods.

Claim 34 (original): The gaming device of Claim 31, wherein the mechanical display device is prism-shaped having three sides.

Claim 35 (original): The gaming device of Claim 34, wherein at least one modification method is displayed on each side of the mechanical display device.

Claim 36 (original): The gaming device of Claim 31, wherein the mechanical display device is positioned on a longitudinally extending rotational axis.

Claim 37 (original): The gaming device of Claim 36, wherein the indicator is operable to move substantially parallel to the longitudinal rotational axis.

Claim 38 (currently amended): The gaming device of Claim 31, wherein the mechanical display device is ~~adapted~~ configured to rotate along a rotational axis and to stop to reveal at least one modification method.

Claim 39 (original): The gaming device of Claim 38, wherein the rotational axis is substantially horizontally disposed.

Claim 40 (original): The gaming device of Claim 31, which includes means for oscillating the indicator relative to the mechanical display device.

Claim 41 (original): The gaming device of Claim 40, wherein the oscillation of the indicator is substantially parallel to the rotational axis of the mechanical display.

Claim 42 (original): The gaming device of Claim 31, wherein the movement of the indicator is coordinated with the movement of the mechanical display device to designate one of the award modification methods to be applied to the award.

Claim 43 (original): The gaming device of Claim 31, wherein the indicator moves simultaneously with the movement of the mechanical display device.

Claim 44 (currently amended): The gaming device of Claim 31, ~~which includes~~wherein the plurality of instructions, when executed by the at least one processor, cause the at least one~~a processor programmed to operate to control the~~ movement of the mechanical display and the movement of the indicator.

Claim 45 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the mechanical display and the indicator to move simultaneously.

Claim 46 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the indicator to move after the mechanical display stops rotating.

Claim 47 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the indicator to pass by each of the modification

methods of the modification methods at least once before stopping to indicate one of the displayed modification methods.

Claim 48 (original): The gaming device of Claim 31, wherein the movement of the mechanical display and the movement of the indicator are controlled by a random generation.

Claim 49 (original): The gaming device of Claim 31, wherein the movement of the mechanical display and the movement of the indicator are individually controlled by separate random generations.

Claims 50 to 80 (canceled).

Claim 81 (currently amended): A gaming device comprising:  
~~a plurality of digits;~~  
at least one a display device adapted to display said plurality of digits; and  
at least one input device;  
~~a~~ at least one processor; and  
at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with the at least one display device and the at least one input device to:

- (a) display a plurality of player-selectable digit positions;
- (b) enable a player to select an order of said plurality of digit positions,
- (c) select and display a first one of said digits a plurality of digits,
- (d) after said first one of the digits is selected and displayed, associate and display the selected first one of the digit~~digits~~ with a first one of the digit positions based on the order of said plurality of digit positions selected by the player,
- (e) ~~repeat (d) to (e) at least once after the selected first one of the digits is~~ associated and displayed with the first one of the digit positions, select and display a second one of said digits, and

(f) after said second one of the digits is selected and displayed, associate and display the selected second one of the digits with a second one of the digit positions based on the order of said plurality of digit positions selected by the player, and

(f)(g) determine and display an award to provide to the player based on an order of the digits associated with the digit positions.

Claim 82 (previously presented): The gaming device of Claim 81, wherein the order of the digits associated with the digit positions is based on the order of the plurality of digit positions selected by the player and the order in which the digits are selected and displayed.

Claim 83 (canceled).

Claim 84 (currently amended): The gaming device of Claim 81, wherein the display device includes a mechanical display configured to display of the the plurality of digits.

Claim 85 (original): The gaming device of Claim 84, wherein the mechanical display is substantially circular.

Claim 86 (original): The gaming device of Claim 81, wherein the number of player-selectable digit positions is predetermined.

Claim 87 (original): The gaming device of Claim 81, wherein the digit positions include a one's digit position, a ten's digit position and a hundred's digit position.

Claim 88 (canceled).

Claim 89 (original): The gaming device of Claim 81, wherein the award has a value of the order of the digits in said digit positions.

Claim 90 (original): The gaming device of Claim 81, wherein the award is based on a mathematical operation applied to at least two of said digits in said digit positions.

Claim 91 (currently amended): The gaming device of Claim 81, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor is programmed to enable the player to rearrange the order of the digits associated with the digit positions at least once.

Claim 92 (original): The gaming device of Claim 81, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 93 (currently amended): The gaming device of Claim 92, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor is programmed to select one of a plurality of award modification methods to apply to the award.

Claim 94 (original): The gaming device of Claim 92, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award; rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing all of the digits of an award with the lowest generated digit; and replacing all of the digits of an award with the highest generated digit.

Claim 95 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) display a plurality of digits and a plurality of player-selectable digit positions,

(b) enable a player to select a first one of said digit positions,

(c) after said first one of the digit positions is selected, select and display a first one of said digits,

(d) after said first one of the digits is selected and displayed, associate and display said selected first one of the digits ~~digit~~ with the first one of the digit ~~position-positions~~ selected by the player,

(e) ~~repeat (b) to (d) at least once~~ after said selected first one of the digits is associated and displayed with the first one of the digit positions selected by the player, enable the player to select a second one of said digit positions, and

(f) after said second one of the digit positions is selected, select and display a second one of said digits,

(g) after said second one of the digits is selected and displayed, associate and display said selected second one of the digits with the second one of the digit positions selected by the player, and

~~(f)(h)~~ determine and display an award based on an order of the digits associated with the digit positions selected by the player.

Claim 96 (currently amended): A gaming device comprising:  
at least one display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) display a plurality of symbols, wherein said symbols include a plurality of digits and at least one selection symbol,

(b) display a plurality of selections, wherein one of a plurality of the digits is associated with each selection,

(c) display a plurality of digit positions,

(d) enable a player to pick a first one of said digit positions,

(e) after said first one of the digit positions is picked, cause a pick of a first one of said symbols,

(f) after said first one of the symbols is picked:

(i) associate and display said picked first one of the symbols with the first one of the digit position picked by the player,

~~(g)~~(ii) if the picked first one of the symbols is the selection symbol:

~~(i)~~(A) enable the player to pick one of said plurality of selections, and

~~(ii)~~(B) associate and display the digit associated with the selection picked by the player with the digit position with which the selection symbol is associated,

~~(h)~~(g) repeat (d) to (g) at least once after executing (d) to (f), and enable a player to pick a second one of the digit positions.

(h) after said second one of the digit positions is picked, cause a pick of a second one of said symbols.

(i) after said second one of the symbols is picked:

(i) associate and display said picked second one of the symbols with the second one of the digit positions picked by the player, and

(ii) if the picked second one of the symbols is the selection symbol:

(A) enable the player to pick one of said plurality of selections, and

(B) associate and display the digit associated with the selection picked by the player with the digit position with which the selection symbol is associated, and

(i)(i) determine and display an award based on an order of digits associated with the digit positions.